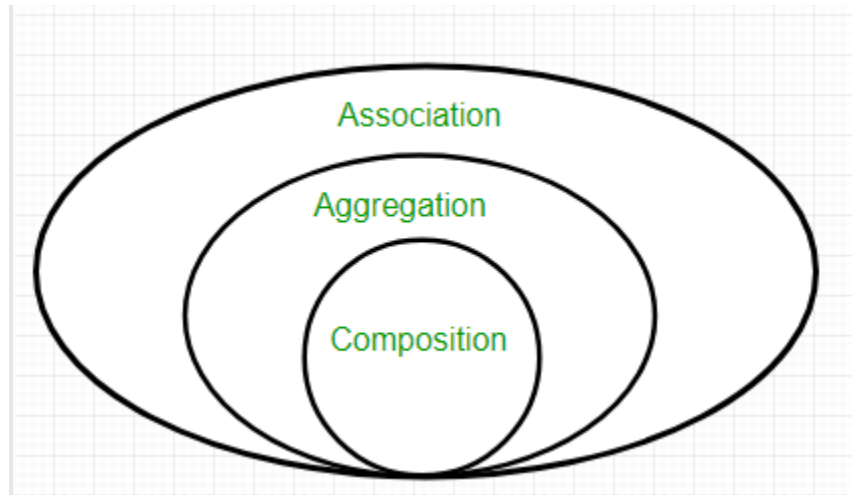


ACM321 OBJECT ORIENTED PROGRAMMING LAB NOTES

Class Relationship

OUTLINE

- Dependency A uses B
- Association
- Aggregation A has-a B
- Composition B part-of A
- Inheritance A is-a B (LATER ON THE COURSE)



Dependency:

Dependency Types:

We have different type of dependencies. Each type leads to more or less flexibility in the code.

> Class Dependencies

Class dependencies are dependencies on classes.

For instance, the method in the below code box takes a String as parameter. Therefore, it depends on the String class.

```
//class dependency - it depends on String class
public byte[] readFileContents(String fileName){
    //some code
}
```

> Interface Dependencies

Interface dependencies are dependencies on interfaces.

The method in the below code box takes a CharSequence as parameter.

Both **CharBuffer**, **String**, **StringBuffer**, and **StringBuilder** implements the **CharSequence** interface, so instances of any of these classes can be used as parameter to the method.

```
//interface dependency - it depends on CharSequence interface
public byte[] readFileContents(CharSequence fileName){
    //open the file and return the contents as a byte array.
}
```

Document of CharSequence:

<https://docs.oracle.com/javase/8/docs/api/java/lang/CharSequence.html>

Interface CharSequence

All Known SubInterfaces:

Name

All Known Implementing Classes:

CharBuffer, Segment, String, StringBuffer, StringBuilder

```
public interface CharSequence
```

> Method Dependencies

One class dependent to the method of another class.

For example, think about the Player and Dice object. Dice neither a part of a Player. Player just need its functionality, in that case Roll() method. So that Player depends on Dice class via Roll() method.

```
class Dice{
    public int Roll() {
        return 6;
    }
}

class Player{
    private String player_name;

    Player(String name){
        this.player_name = name;
    }

    //There is a dependency between the Player class and Roll method
    of Die class.
    public int moveTurn(Dice die1) {
        //some code
        int result = die1.Roll();
        //some code...
        return result;
    }
}

public class MethodDependency {

    public static void main(String[] args) {
        Dice die = new Dice();
        Player player1 = new Player("Mehmet Ali");
        System.out.println(player1.moveTurn(die));
    }
}
```

Association

Association is reference based relationship between two classes. Here a class A holds a class level reference to class B.

```
// class Car
class Car {
    private String car_brand;
    private Engine engine;

    public Car(String brand, Engine engine) {
        this.car_brand = brand;
        this.engine = engine;
    }

    public String getCarBrand() {
        return this.car_brand;
    }

    public String getEngineModel() {
        return this.engine.getModel();
    }
}

//There is a relationship between Engine Class and Car Class

//Engine Class
class Engine {
    private String model;
    private String material;
    private String fuel_type;

    public Engine(String model, String material, String fuel_type) {
        this.model = model;
        this.material = material;
        this.fuel_type = fuel_type;
    }

    public String getModel() {
        return this.model;
    }
}

public class AssociationDemo {
```

```

    public static void main(String[] args) {
        Engine enginev8 = new Engine("BMW M62", "Aliminium",
"Petrol");
        Car car_bmw = new Car("BMW",enginev8);

        System.out.println(car_bmw.getEngineModel() + " is the
engine model!");
    }
}

```

Aggregation

Aggregation is same as association and is often seen as redundant relationship. A common perception is that aggregation represents one-to-many / many-to-many / part-whole relationships.

AggregationDemo.java

//We import the java.util.List because we are going to use when we define List<Student>.

```

import java.util.List;
import java.util.ArrayList;

class Student{
    private String full_name;

    Student(String fullName) {
        this.full_name = fullName;
    }

    public String getFullName() {
        return this.full_name;
    }
}

class Classroom{
    private String class_name;
    private List<Student> students;

    Classroom(String class_name, List<Student> student_list) {
        this.class_name = class_name;
        this.students = student_list;
    }
}

```

```

    public String getClassName() {
        return this.class_name;
    }

    public List<Student> getStudentsinClass(){
        return this.students;
    }

    //we can set new students
    public void setStudent(List<Student> students) {
        this.students = students;
    }
}

public class AggregationDemo {

    public static void main(String[] args) {

        List<Student> acm_students = new ArrayList<Student>();

        Student person1 = new Student("Mehmet Ali Özer");
        Student person2 = new Student("Aryen Hemvatan");
        Student person3 = new Student("Chloe Stewart");
        Student person4 = new Student("Lauren Hanover");

        acm_students.add(person1);
        acm_students.add(person2);
        acm_students.add(person3);
        acm_students.add(person4);

        Classroom classACM1 = new Classroom("ACM321 OOP",
acm_students);

        List<Student> registered_student =
classACM1.getStudentsinClass();
        for(int i=0; i < registered_student.size(); i++) {

            System.out.println(registered_student.get(i).getFullName());
        }

    }
}

```

Composition

Composition relates to instance creational responsibility. When class B is composed by class A, class A instance owns the creation or controls lifetime of instance of class B. Needless to say when class instance A instance is destructed (garbage collected), class B instance would meet the same fate. Composition is usually indicated by line connecting two classes with addition of a solid diamond at end of the class who owns the creational responsibility. It's also a perceived wrong notion that composition is implemented as nested classes. Composition binds lifetime of a specific instance for a given class, while class itself may be accessible by other parts of the system.

```
// class Car
class Car {
    private String car_brand;
    private Engine engine;

    public Car(String brand, String model, String material, String
fuel_type) {
        this.car_brand = brand;
        this.engine = new Engine(model, material, fuel_type);
    }

    public String getCarBrand() {
        return this.car_brand;
    }

    public String getEngineModel() {
        return this.engine.getModel();
    }
}
```

//There is a relationship between Engine Class and Car Class

```
//Engine Class
class Engine {
    private String model;
    private String material;
    private String fuel_type;

    public Engine(String model, String material, String fuel_type) {
        this.model = model;
    }
}
```

```

        this.material = material;
        this.fuel_type = fuel_type;
    }

    public String getModel() {
        return this.model;
    }
}

public class CompositionDemo {

    public static void main(String[] args) {
        Car car_bmw = new Car("BMW", "BMW M62", "Aliminium",
"Petrol");

        System.out.println(car_bmw.getEngineModel() + " is the
engine model!");
    }
}

```

Aggregation vs Composition

Dependency: Aggregation implies a relationship where the child can exist independently of the parent.

For example, Bank and Employee, delete the Bank and the Employee still exist, whereas Composition implies a relationship where the child cannot exist independent of the parent.

Example: Human and heart, heart don't exist separate to a Human
 Type of Relationship: Aggregation relation is "has-a" and composition is "part-of" relation.

Type of association: Composition is a strong Association whereas Aggregation is a weak Association

Summary Comparison Table

Let's check below table for association, aggregation and composition brief summary:

	Association	Aggregation	Composition
Related to Association		Special type of Association.	Special type of Aggregation
	8	Weak association	Strong association
Relation		Has-A	Owns (part of ..)
		one object is the owner of another object.	one object is contained in another object
Owner	No owner	Single owner	Single owner
Life-cycle	own life-cycle	own life-cycle	owner life-cycle
Child object	independent	belong to single parent	belong to single parent

Dökümanlar aşağıdaki kaynakların birleşimidir.

Ayrı ayrı okuyabilirsiniz.

<https://www.geeksforgeeks.org/association-composition-aggregation-java/>

<https://nirajrules.wordpress.com/2011/07/15/association-vs-dependency-vs-aggregation-vs-composition/>

<https://www.dariawan.com/tutorials/java/association-aggregation-and-composition-in-java/>